

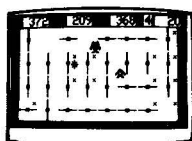


# THE GATE ESCAPE

by Mike Peace © 1983

## ★«Starring»★

The Hero	Little Novos
Villain 1	Go-For-It Gopher
Bad Guy 2 & 3	Obscene Jester
Mr. Nasty 4 & 5	Quaker Otis
The Last Evil	Marty Post Mortem



## TAPE 18 THE GATE ESCAPE

### INSTRUCTIONS

You will be moving Little Novos using the joystick to guide him to collect the "x"s and avoid the villian. Novos appears on top of the screen, the villian is on the bottom to start. You can re-align the gates by running into them and blocking off entire sections of the screen to trap the bad guys out. You cannot go through the center of a gate, or move if the joystick is pointed at a wall or gate center.

The villian will try to make a jump to your sector of the screen by using his transporter. When it appears on screen you have a limited amount of time before he makes the jump. The transporter homes in on sound you make and if you don't steal it from the villian quick enough you'll be in serious trouble.

Difficulty levels increase as you go from screen to screen by collecting all of the x's from the screen.

Each player stays as their own level and keeps thier own x's on screen.

### DO NOT HALT THIS PROGRAM

This will CRASH the basic program and you will have to re-load the tape to play again. BE SURE TO INPUT THE CORRECT NUMBER OF PLAYERS BEFORE STARTING THE GAME, using Knob (1) and Trigger (1).

THE END is just that, you have used all lives (5) shown in blue or red on the lower right frame of screen.

SIDE 1 All players use individual joysticks.

SIDE 2 All players use joystick # 1